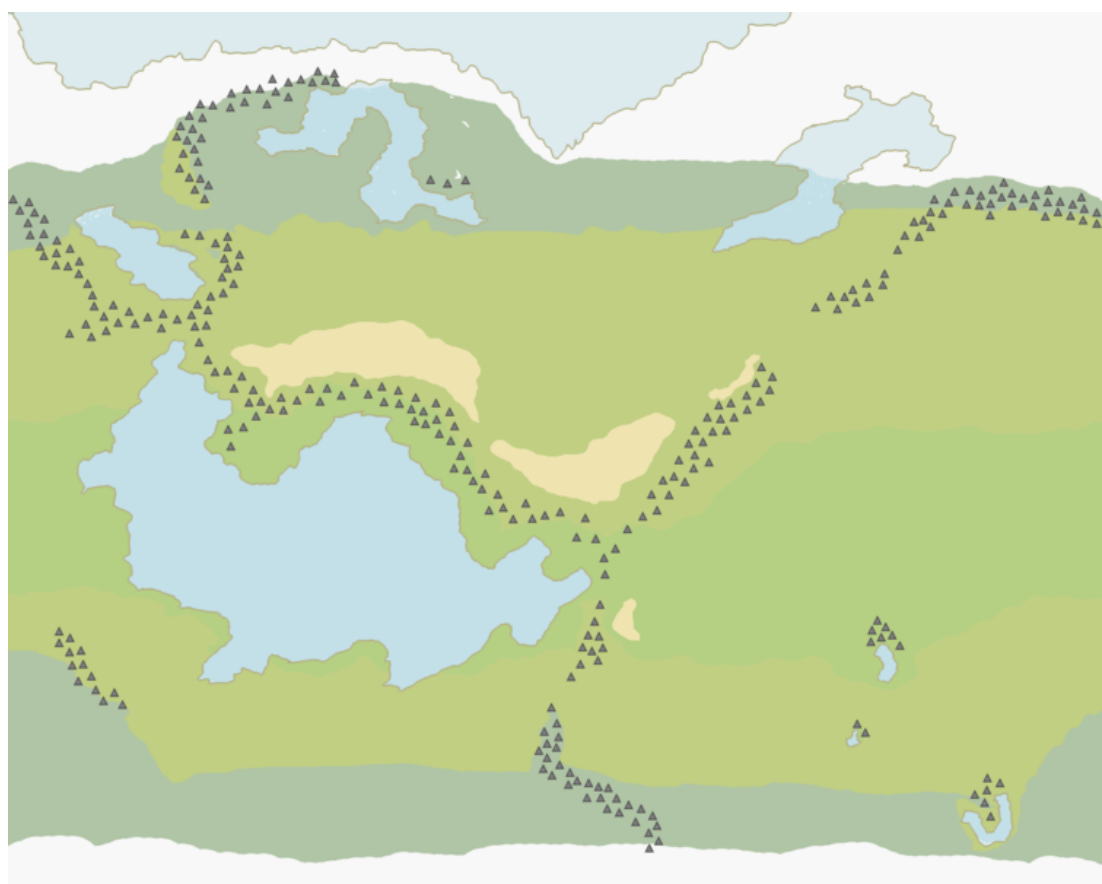




Regions:

- ☒ Plains of Vzakh
- ☒ S'th Gulf
- ☒ Skalamar Peninsular
- ☒ Azaziba Bay
- ☒ Hegeranzi Savannah
- ☒ Tza Prairie
- ☒ Akhandi Ranges
- ☒ T'kaza Dust Bowl
- ☒ Szahk Canyon
- ☒ Hzakh Oasis
- ☒ Tzuszah Woodlands
- ☒ Y'szk Leys
- ☒ Th'szak Quagmires
- ☒ Zikzii Valleys

Plains of Vzakh

A combination of temperate grasslands, savannas, and shrublands, the Plains of Vzakh extend across a large part of the southern coastal region of the Moghresian Sea. Due to the temperament of its nobility and location, the region was massively industrialized before the contact war, with the city of Oket the smog-filled crown jewel. Comparatively untouched by the atomic hellfire that encapsulated Moghes, except for the city and area surrounding Oket and ever-expanding wastes attacking the region from both east and west allowed the region to continue its industrialization following the contact war, with Jaz'zirt attempting to fill the void left by the destruction of Oket. Despite the continuous warring between the Jaz'zirt and Razir territories prior to the outbreak of the Contact War, the region has since become a bastion of relative peace and progress.

This progress is currently responsible for the cultural upheaval of the region, where the never before seen concentration of skilled labourers working in factories, shipyards, and more recently chemical refineries chafing under low standards of living and the constant boot of noble oppression. A growing cultural movement is known as the smog bond, or simply the bond has arisen as a result of these conditions. The bond is antithetical to traditional unathi culture, attempting to do away with the concept of clans and clan ties in its entirety, denouncing bonds of marriage and uplifting(not the right word) a common workers bond, that a Sinta must do best by not their clan, but their class. The reason for the name "The smog bond" is based on the everpresent smog in the factory districts where labourers work and live, compared to the relatively clean aired noble districts. While still a nascent cultural movement with traditions and ideas beyond extreme basics not yet established, those workers from the Plains tend to try and form a "class consciousness" within their workplace and homes, finding common ground with whomever they can.

The Sarnac Clan has risen to prominence in this region following the conclusion of the contact war, and has defacto control over its populace, with one member Lady Seleta Sarnac, ascending to become one of the Hands of the Hegemon. The clan is primarily focused on expanding the many factories in the region, with the help of guilds primarily Hephaestus Industries. As one would assume given this, the region is one of the most modernized in the entire hegemony. The Wasteland that has engulfed Moghes has resulted in a mass exodus of Sinta from the planet's rural regions, with the majority of those within the southern region bordering the Plains of Vzakh flooding the urban territories - namely Jaz'zirt, Razir and Teht. These refugees primarily come from the Eastern Wastes or local rural areas, as many in the Western wastes will instead make their way to Azaziba Bay. Overpopulation and the dwindling ability to fulfill the needs of its inhabitants are just some of the issues faced by population centres within the region.

Cities:

Jaz'zirt is ruled by the bold and self-important warrior-poet **Lord Miazio** (*Cutlass, Dagger, Charisma*), a renowned romantic who fought in the Contact War and caused a Traditionalist Lord to defect to the Hegemony with a love poem. The city is heavily industrialized and is currently attempting to take the place of the now-destroyed Oket. Its Guilds are often churning out heavy industrial equipment or aquaculture equipment. While the sprawling factories bring the city wealth they also bring an upending of the feudal order as peasants become industrial workers, leading to instability in the region. This instability has caused several riots, and there is a larger-than-normal warrior presence within the city. Jaz'zirt is split with the combined Si'akh and Th'akh refugee populations slightly outnumbering Sk'akh.

Razir is ruled by the just and pious **Lord Sarnac** (*Gunshield*). It is most well known for the huge lighthouse at its dockyards, towering above the shore and painted the Sarnac colours of green and purple. The lighthouse regularly features pieces devised by Lady Seleta Sarnac, High Speaker of the Hegemony, praising a new progressive initiative of the Hegemon herself as part of her attempt to garner public support. Its primary industry is shipbuilding, with a vast majority of Hegemonic vessels sailing the seas constructed here. In recent years, however, many of the skilled workers have been snatched by Hephaestus Industries, who put their skills to work in orbital shipyards or as engineers within the company. It has a long history of conflict with its southern neighbour Jaz'zirt, but the Waste between them has dampened conflict in recent years. It is evenly split between the Si'akh refugees and Sk'akh.

Teht is ruled by the intelligent and timid **Lord Eizde** (*Sends a Champion*). It is known for its extensive fishing guilds, and more recently, chemical refineries. The city once boasted a large population of citizens but the slowly approaching Wastes ruins more of the once lush countryside and has caused a large exodus of its population. While more Sinta are starting to return thanks to the construction of several chemical refineries by Hephaestus Industries, the population has still not returned to pre-war levels, and has been deeply struggling with violence, shortages, and an exploding refugee population. Hephaestus regularly hires warrior guilds to protect its investments within the city. The city is equally split between Th'akh and Si'akh, with Sk'akh becoming a slight minority.

Azaziba Bay

On the far side of the Moghresian Sea, Azaziba Bay has been one of the most economically important regions of Moghes for centuries past, and remains one to this day, barges constantly sailing minerals and rare metals out of the bay. The most powerful clan to rise from this area is the Hutay'zai clan who were in de facto control of the bay, and in total control of two cities through force and intimidation of rival clans, for as long as time can remember. Pre-contact war the area was a cosmopolitan collection of peoples and industry, with centers of power being the three cities, Tak, Sai, and Sen that ringed the bay. Much of the bay save for strips of land incredibly close to the coast was destroyed during the contact war, reduced to radioactive rubble. However, following the death of his father and his ascension to ruler of his clans holdings, Azui Hutay'zai felt that the Traditionalist coalition had no hope of coming out of the war victorious, and so in a pragmatic move, he defected to the Hegemony taking his clans forces with him from the traditionalist coalition, significantly weakening them. This defection kept the Hutay'zai clan in power within the bay, causing the area to become stable much quicker than other seized traditionalist territories. Due to this stability, the area became a prime destination for refugees fleeing the burgeoning wasteland, or fighting across the rest of Moghes.

As a result of the bays integration into the Hegemony, and the primary traditionalist refugee population, the region is culturally traditionalist, with a heavy emphasis on clan ties, respecting the ancestors, their ways, and their practices. Outside of the necessary modernization to run a mining operation which can produce the minerals the Hegemony desperately needs, the lands of the bay have little to no modern amenities. This is partly due to the massive refugee population, which still has an instability that makes the construction of amenities difficult; but primarily because of the traditional beliefs of Overlord Hutay'zai and the local population. Extensive Modernization is seen as unneeded and destroying challenges that give a Sinta a proper perspective of life, its place, and most things. Even those who end up leaving the bay will still shun unneeded modernities, preferring to do things as simple as possible, brute force over a fancy idea.

Today the Bay is known for one industry, mining. A vast majority of the Hegemony's non-stellar materials are mined within the wasteland surrounding the bay, or reclaimed from discovered stockpiles in the remains of the now Torn Cities. These mines and reclaiming missions are incredibly dangerous, bringing workers into contact with the worst the wasteland has to offer, both in the environment and population. Gangywern raids are commonplace, as well as confrontations and fights with Reclaimers operating around the cities. The radiation-blasted surface and lack of proper protection being provided to labourers mean that many miners develop radiation poisoning and cancers, with an IAC study concluding that miners can go no more than 16 months before developing serious radiation-related diseases. The mining guilds have repeatedly stated that they do everything they can for the health of the laborers, nevertheless, many labourers will go into radiation with nothing more than an ill-fitting gas mask and their tools, while their supervisors have Hephaestus brand radiation suits. Only

the population of desperate refugees who are willing to work for the bare minimum amenities, which continues to grow and the use of contracted warriors paid with precious gems from the mines keeps the operations running. However, in the midst of the phoron scarcity, these mines have become significantly more important, and the Hegemony will do anything to keep them running.

Due to its near destruction during the contact war, the region has no major cities remaining. Instead, it has two places of note.

Estate of Overlord Hutay'zai:

Built on the shore of the Moghresian Sea where Azui ascended to the leader of his clan, and also where he pledged that same clan's fealty to the Izweski, is the only remaining estate of the Hutay'zai clan. Sprawling across thousands of acres of land, the estate includes a great clan hall, a throne room for the overlord himself, several mining guild halls, housing for its mass of workers, docks for loading and unloading goods, miles of storerooms for goods, both raw and finished, and a military base with enough space to keep a fifth of the Hegemonies total levy force, which takes up a majority of the estate. Hephaestus has no presence on the Estate. From this estate, the Overlord maintains and runs the guild's vast mining operations in the areas around the torn cities, as well as keeps tabs on the entire Hegemonic economy with his position as Master of Rivers. The estate is probably the second most important economic location within the Hegemony, behind the guild hall of Skamader.

Joint Mining Guild Operation 4, otherwise known as "Tent City":

Joint Mining Guild Operation 4, also called Tent City by many of the inhabitants, is a plot of land leased to several mining guilds from which operations in the wasteland mines of the torn cities are conducted. While there are smaller plots of land leased for similar purposes to the guilds, Tent City is by far the largest. The reason for its nickname of tent city is that the only permanent structures are offices and quarters for guild managers appointed to oversee the operations, whereas the mass of labourers used for the dangerous work lives in large canvas dorm tents, similar to those used in refugee camps. These tents stretch for miles, with a standardized pattern of a tool tent(these should be under armed guard but I need to figure out a way to write that in), followed by a shower tent, followed by several sleeping tents. Mining is done around the clock, with shifts constantly rotating in and out, hot bunking in the sleeping tents. Food is provided to workers, taken out of their paychecks by the guilds. Labourers are paid poorly and by the amount mined, and wages can vary for workers depending on the day. It is for this reason that Hephaestus Industries has a sizable recruitment centre within the site, over the protests and anger of Overlord Azui Hutay'zai, who was pressured to accept Hephaestus offer of a recruitment centre for discounted prices for mining equipment sold to the guilds. Many miners yearn beyond all else to work for Hephaestus, given that even with starting wages significantly lower than what the company usually pays, it is considerably more than what standard mining guilds pay.

Zikzii Valleys

Similar to much of Moghes, the Zikzii Valleys were once full of life. Azkrazals roamed wild within the bountiful valleys, alongside the illustrious Tul. The region also became important for economic activities, with Bahard becoming an important trading hub - successfully exploiting the thoroughfare offered by the valleys that pierced the ranges that split Moghes. The outbreak of the Contact War destroyed the image of the Zikzii Valleys - the previous advantage of being a thoroughfare left it open to receiving the brunt of the nuclear fallout, devastating the region's environment. What little is left now decays further as the Wasteland continues to push into the region, with Bahard consistently lambasted with sandstorms that prove difficult for habitation. The Zikzii Valleys exist in the shadow of what once was, with only legends and tales left to describe the bountiful region.

Skalamar Peninsular

Untouched by the nuclear devastation that wreaks havoc across the rest of Moghes, the Skalamar Peninsular instead has become a refuge for those seeking to escape the growing wastelands. A large majority of the Skalamar Peninsular is one continuously expanding shantytown thanks to an overpopulation crisis within the cities, with the shantytowns being the reason for crime breeding and proliferating within the region. Shielded from the nuclear fallout by several mountain ranges, the Skalamar Peninsular enjoys its status as the wealthiest region on Moghes - where it claimed the title even before the outbreak of the Contact War. The issues faced by Unathi are most prevalent within the Skalamar Peninsular, where a jarring discord exists between the wealthy and the peasantry that continues to grow as more and more arrive from the wastelands attempting to resettle their families. Despite being free from the influence of the Gawgaryn and the Reclaimers, the Skalamar Peninsular continues to suffer as criminal syndicates exploit those within the shantytowns, with even the Labourers Guild taking advantage.

S'th Gulf

Legends tell of the beautiful vines that cover the buildings of Baandr, and the red vineyards of S'th that stretched far beyond the city's walls, the S'th Gulf was once a place of untold beauty. The nuclear cataclysm which plunged Moghes into a new era of darkness, while largely did not impact the region, has still had its consequences. The beautiful red vineyards of S'th have since become a dull grey, at least those that remain, with much more instead destroyed by shantytowns that have popped up outside the city, most fleeing from the ravaged Zikzii Valleys. Much of Baandr has been captured by S'th after an ambush by the latter during the peak of the Contact War, however, during Versakh Baandr continues to be a beacon of beauty as its vines continue to bloom, despite the ongoing environmental catastrophe. Conflict brews within the region, as the city of S'th becomes a stronghold for corruption and bribery, Baandr looks toward its occupied lands as they are squandered, planning for its retribution.

Hegeranzi Savannah (Renamed from Sezka Savanna)

Similarly to its west, the T'kaza Dust Bowl, the region had been relatively untouched by Unathi due to its general dryness and lack of discernable natural resources. However, it was rather notable due to its presence of Hegeranzi herds. The lack of any exploitable natural resources encouraged homesteads to crop across the savannah, the survival relying on their ability to reap the benefits of domesticated Hegeranzi. The majority of these domesticated Warmounts form part of the Hegemony's armed forces, with those not used in military applications seeing themselves mature before being used to craft lavish accessories made from their bone - which previously sustained the homesteads within the region, but as Unathite society began to stray away from these practices the region fell into economic despair. The outbreak of the Contact War only furthered its poorness, with a lack of any arable land, many were forced to flee to the Untouched Lands of Moghes in order for their families to survive. Those that remain often deal with the Reclaimers, who scour the decrepit ruins of the Hegeranzi Savannah for any pre-war technology - what little they recover typically has to be pried from the hands of the survivors.

T'kaza Dust Bowl

The drought-stricken region of the T'kaza Dust Bowl has long been avoided by Unathi due to being situated along the equatorial ranges north of the Skalamar Peninsular, and a combination of the rain shadow and downwind, resulted in it being a dry, desert region that frequently experienced sandstorms that prevented even the most determined of Unathite settlers. It has only recently found itself partly inhabited following the establishment of Camp Modesty, and the droves of refugees from the encroaching wastes that have centred their shanty towns around the encampment. Due to its general isolation and lack of natural defensible geography, the region relies heavily on a combination of self-sufficiency, trade routes, and dealings with the Reclaimers whilst fending off attacks from Gawgaryn in the area.

Tza Prairie

Yet another region that has not seen much effect from the nuclear annihilation of Moghes, besides the droves of refugees fleeing from the nuclear fallout and growing Wasteland, the Tza Prairie is a low-lying region nestled between the ranges that separate it from the Skalamar Peninsular and the T'kaza Dust Bowl. It holds some of the oldest cities across Moghes, primarily composed of those with a focus on mining due to their close proximity to the untapped riches of the northern ranges - with has also influenced the religious alignment within the region, being so close to the Akhandi Temples prior to their razing, it allowed Th'akh to run rife amongst the populace. Despite its relative stability, the Second Iron Crusade has thrown the region into chaos as the Maraziites rampage across its grasslands as they engaged with 'religious heathens' within the Tza Prairie, only granting the region brief respite during Travakh as the cold fronts arrive from the northern pole of Moghes.

Szakh Canyon

The Szakh Canyon is said to be crafted from the sword wielded Mukari, who carved apart the mountains due to conflicting feudal realms that sat perched atop. Despite its religious significance, it saw no interest from the surrounding feudal realms and went largely untouched until after the Contact War, where it became a refuge for those fleeing from the nuclear fallout. Its isolation from the rest of Moghes, and the protection offered against the falling nuclear debris due to its enclosed nature, allowed it to grow into a flourishing community - Canyon City. Despite its close proximity to both the Reclaimers and Gawgaryn, Szakh Canyon brings many boons for both parties and is considered a neutral territory that has only furthered its expansion and success. Refugees from the surrounding areas are most likely to either end up at Canyon City or journey into the westlands to Camp Modesty. Regardless, Szakh Canyon has proven that reliance on the Hegemony isn't required for a sense of normalcy to return to those suffering from the consequences of nuclear fallout.

Akhandi Ranges

The Akhandi Ranges have weathered the onslaught of the conflicts between Unathi for thousands of years and is one of the eldest inhabited regions of Moghes. Its isolation from the rest of Moghes, and relative difficulty to traverse, allowed it to be spared even from the worst of the Contact War. Its plains are still bountiful, hosting myriads of species - both plant and animal - that have since gone extinct elsewhere on the planet. Previously host to beautiful temples that predated even the earliest proto-cities of Unathi, they were razed to the ground after the Sk'akh Inquisition commenced their crusade against Th'akh. Now, many of the temples are simply shells of their former existence, bearing scorch marks and collapsed foundations and walls. Despite surviving the nuclear cataclysm, it succumbed to the tragedy that is religious conflict. Disregarding the temples' destruction, many still travel north and settle within the thriving grasslands of the Akhandi Ranges, most originating from refugee camps in the Tza Prairies.

Hzakh Oasis

Stories persist of the Healer Simi descending from the skies of Moghes and laying down seeds which sprung life into the decaying wastes around the survivors of the Clans that previously claimed the region - Dorviza, Vihnmes and Ozeuoi. Many have commented on the likeness to the meteorite showers that Moghes experienced before the advent of Dionae across the planet. Regardless, the Hzakh Oasis have survived against the encroaching wastelands through the use of Dionae, who venture forth and reclaim the nuclear fallout and essentially allow the Oasis Clans to survive within the region - only really having to mobilize themselves to fight against hordes of Gawgaryn with ceasefires negotiated between the Vihnmes rarely lasting as discussed. Despite the setbacks experienced by the repeated onslaught by the Punished Clan, the Hzakh Oasis remains a beacon of salvation for those travelling the wastes.

Tzuszah Woodlands

What were once lush forests, the Tzuszah Woodlands are now commonly referred to as the Tzuszah Wastes. Life is incredibly hard within the region outside of established strongholds such as the Szek'Hakh Queendom. What little bodies of water haven't been affected by radiation are used by the survivors within the region to nourish themselves fairly successfully under the guidance of Queen Lazak. Despite the destruction of the region, the Queendom sees itself moderately important in the survival of the eastern hemisphere of Moghes, using its expertise in aquaculture to exploit the remaining bodies of water to feed the decaying feudal states such as Mudki. The region sees eruptions of conflict along the Queendom's eastern borders with the Gawgaryn, oftentimes surrendering rations to the savages for a brief ceasefire to recuperate their losses. Radiation is rife within the Tzuszah Wastes, with pools of nuclear goop in places of what used to be ponds, travelling within this region is dangerous and ill-advised to be doing so alone if at all. The previous beauty it held eroded by the nuclear cataclysm that doomed much of Moghes, the Tzuszah Wastes are merely just another part of the Wastelands now.

Th'szak Quagmires

Once a thriving territory, the region now known as the Th'szak Quagmires is yet another example of pieces of land turned into an unstable area, barely inhabitable at times, due to the Contact War and its consequences. While the nuclear exchange did not directly strike any of the largest settlements in the area, the nuclear fallout caused the downfall of these places. Sahltir, once a city thriving on fishing industry thanks to the bounties of lake Sahl, and feeding a large part of the Unathi living in the area, is now suffering from crippling famines with the aforementioned lake poisoned by the nuclear fallout. From that, most settlements around, already suffering from the worsening economic and environmental conditions now find themselves with barely enough food to feed their population, namely the old capital of the Traditionalist Coalition, Darakath, now a shadow of its former self after the end of the Contact War and its sacking. It's not rare to see local inhabitants try to move out, generally heading toward the much more stable settlement in the north, Janvir, despite its freezing temperatures.

Y'szk Leys

Previously a verdant, bountiful region of Moghes, the Y'szk Leys was among the first regions to see their beauty destroyed by the outbreak of the Contact War, with hundreds if not thousands of villages torn apart by the nuclear cataclysm and its resulting fallout. The once grassland plains eventually became a wasteland, where instead of grass knolls there existed sandy dunes thanks to the all-engulfing wasteland. Now, it lies mostly dormant of activity, besides some minors Clans attempting to survive – with the help of Dionae, who terraform the radioactive ruins into somewhat inhabitable shacks. Reclaimers are the most notable factions operating within the Y'szk Leys, sweeping through the ruins unclaimed by the remnants of the Clans within the area. On its very edge, Camp Sk'akh's Glory works to restore its once-green landscape but does so with rather taxing slowness as its shantytowns continue to grow – making it harder and harder to sustain itself, and the fleeing Unathi.